

SECOND CYCLE STUDIES - CURRICULUM AND COURSE SCHEDULE
dated 30 September 2019 / amended on 21 September 2021

Second cycle studies, Intramural - 2 years (4 semesters)
binding since academic year 2021/2022

major: SOUND ENGINEERING
speciality: SOUND ENGINEERING IN MULTIMEDIA

Item number	Status of classes	Name of class	Learning outcome code according to program description	Forms of credits for a semester			Number of class hours										Number of classes (semester=15 weeks) and ECTS points				Kind of class			
				com	test	exam	hrs	ECTS pts	made of instruction					Year I		Year II		hrs	ECTS	hrs		ECTS		
									lect	work	shop	semin	pract	tutor	hrs	ECTS	hrs						ECTS	
109 MAJOR CLASSES GROUP																								
1		Sound design in audiovisual productions	1.4.5,10,12,13-18,21,22,25,28,29	1,3		2,4	120	32	120						30	7,5	30	8	30	8,5	30	8	Ind	
2		Interactive sound	1.4.5,14-18	1,2			45	3						45	15	1	30	2					G4	
3		Master's thesis tutorial	1-5,14,26	3,4			15	14	15										7,5	7	7,5	7	Ind	
4		Basics of 3D sound	6-9,15,18	3	2,4		75	5	15					60			15	1	30	2	30	2	Gr/G3	
5		Basics of film editing and image processing	4.5,7,16,18,19		2		45	3						45			15	1	15	1	15	1	G3	
6		Basics of photography direction	4.5,13-15,28		1		30	2						30			30	2					G4	
7		Object-oriented programming	1,3-6,8,9,13-15,17,18,25	1			30	2	30					15	1	15	1						G6	
8	ob	Elective subjects F3 **	matrix -> (M47, D52)	1	2*		170	8						120	60	4	60	4					G	
9		Multimedia project production	1.6,7,14-17,19,28	3		4	45	7						45					30	4	15	3	Ind	
10		Audiovisual recordings	4.5,13-15,28	2,3			30	2						30			15	1	15	1			G3	
11	ob	Additional engineering F1	matrix -> D53-D58	1,3	2*	2* 4	60	12	60					15	3	15	3	15	3	15	3	15	3	Ind
12	ob	Seminar/Tutorial of English specialist literature ^	6,19,20,24	1,2		2 / B2+	60	4						30	2	30	2						Gr	
13		Seminar in auditory sound quality assessment	RM(5,10,14,16)	1	2		30	3						15	1,5	15	1,5						G4	
14		Master's thesis seminar	RM(7,11,16)	1,2,3,4			45	4						15	1,5	15	1	7,5	1	7,5	1		Gr	
15		Multimedia work seminar	1.6,7,14-17,19,28	2,3			15	1	15					30			7,5	0,5	7,5	0,5			G9	
16		Timbre softage	5,7,8,10,12,14,15	1,2			30	2						30			15	1	15	1			G3	
17		Interactive systems	1.5-7,12,15,17,18,27,30		1		30	2						30			30	2					G6	
18		Network systems	MM4,10,14,17,16,7,10,21,MM5,15,18,24		1,2		30	3	15	15				15	1	15	2						G3	
		Studio technique II ^^	RD(4,8,12,15,17,20,24)		1,2		30	2						30	1,5	1,5	1,5	1,5					G3	
12 BASIC CLASSES GROUP																								
19	ob	Elective subjects F2 ***	matrix -> D55-D58	1,2*	2*		60	4	60					30	2	30	2						Gr	
20	ob	Aesthetics of new media art / alternative humanities subject	1,3,4,7,10,12,14,16,17,24,27	3,4			60	4	60					30	2	30	2			30	2	30	2	Gr
129 GENERAL CLASSES GROUP																								
21	ob	Humanities or social science subject				acc. To Catlg. of Elective subjects *		4						**	2	**	2	**					Gr	
161	ob	^ English/German/French tutorial		1,2		2 / B2+	60	4	60					30	2	30	2						Gr	
4 METHODOLOGY AND PROFESSIONAL PRACTICE CLASSES GROUP																								
22	ob	Professional practice (4 weeks during 1st or 2nd year of studies)	FT(7,11,13,22,26)	4				4														4 tvg.	4	Ind
							Total	975	125	375	165	439	315	31	322,5	33	187,5	30	150	31				

* form of crediting the elective course is the same as the form of the selected subject crediting

ECTS ->	MAJOR CLASSES GROUP	ob.	24
	BASIC CLASSES GROUP	ob.	8
	GENERAL CLASSES GROUP	ob.	4
	METHODOLOGY AND PROFESSIONAL PRACTICE CLASSES GROUP	ob.	4
	ECTS	ob.	40
Data of 2020/21 ->	Total	885	120
			36

	z	k	e	W	S/K	Cw	hrs	ECTS	hrs	ECTS	hrs	ECTS	hrs	ECTS
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60		F1 ADDITIONAL ENGINEERING																						
1	ob.	Sound Engineering in film	FT(4,5,11,12,26,27)	1,3		2,4	60	12	60					15	3	15	3	15	3	15	3	15	3	Ind
2	ob.	Music engineering	RM(2-5,7-9,13,15,16)	1,3	2	4	60	12	60					15	3	15	3	15	3	15	3	15	3	Ind
3	ob.	Light music engineering	RM(2-5,7-9,13,15,16)	1,3	2	4	60	12	60					15	3	15	3	15	3	15	3	15	3	Ind
4	ob.	Sound engineering in radio forms	FT(2,5,8,12-15,26)	1,3	2	4	60	12	60					15	3	15	3	15	3	15	3	15	3	Ind
5	ob.	Electroacoustic music production	RM(1-5,7,8,10)	1,3	2	4	60	12	60					15	3	15	3	15	3	15	3	15	3	Ind
6	ob.	Sound illustration	4.5,8-10,14,15,17,18,24,28	1,3	2	4	60	12	60					15	3	15	3	15	3	15	3	15	3	Ind
8		F2 completion of two subjects for 4 ECTS pts applies																						
1	p/ob.	Sound analysis in film	FT(1,3,4,15,21,22,25)	1,2			30	2	30					15	1	15	1							Gr
2	p/ob.	Aesthetics of cinematic work	FT(1,4,15,29)	1	2		30	2	30					15	1	15	1							Gr
3	ob.	Film and television technique	4,12	1,2			30	2	30					15	1	15	1							Gr
4	ob.	Post-production technology in audiovisual forms	FT(5-8,12,19,25,16,22-25)	1,2			30	2	30					15	1	15	1							G4
12		F3 completion of at least three subjects for 8 ECTS pts applies																						
1	ob.	Sound in computer games	4,6,15-18,22,27	1,2			30	2						30	1,5	1,5	1,5	1,5						G3
2	ob.	Narration in digital photography	MM(1,4,5,14,15,17,18,22,26-28)	1	2		60	4						60	30	2	30	2						G4
3	ob.	Basics of music composition	2,4,6,15,17	1,2			30	2						30	1,5	1,5	1,5	1,5						G4
4	ob.	Multimedia promotion	18	1,2			30	2						30	1,5	1,5	1,5	1,5						G4
5	ob.	Sound design	1,3-6,8,9,13-15,17,18,25	1	2		30	2						30	1,5	1,5	1,5	1,5						G4
6	ob.	Studio technique	RM(3,4,7,8,10,14,16,17)	1	2		30	2	15	15				15	1	15	1						Gr/G6	

type of credit:
z - credit without grading
k - test (credit with grade)
e - exam

type of class:
Gr - group (collective)
G3 - group (3 - maximum number of persons)
Ind - individual

mode of instruction:
W - lecture
Cw - classes
S - seminar
K - tutorial

* form of crediting depends on a selected subject
** F3 completion of at least two subjects for 8 ECTS pts
*** F2 completion of two subjects for 4 ECTS pts
^ instead of seminar/tutorial of English specialist literature a student may carry out a different language course from a general university pool on the B2+ level
^^ for those students, who did not have this subject in the education programmes during the first cycle studies